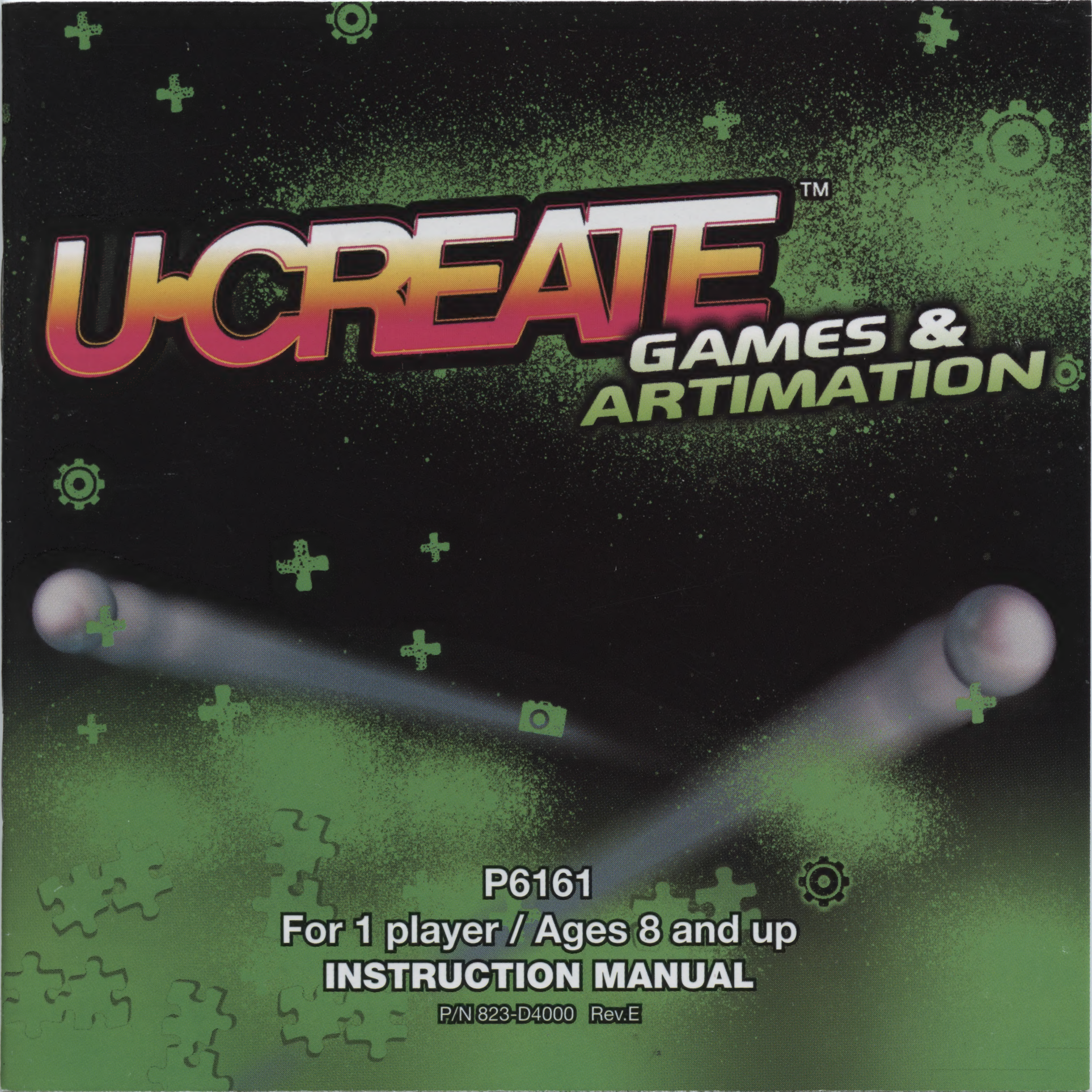


P6161

For 1 player / Ages 8 and up

INSTRUCTION MANUAL

P/N 823-D4000 Rev.E

U-CREATE™

GAMES & ARTIMATION

Consumer Information

- **IMPORTANT:** This product requires an initial web update to install the complete game. Please register this product to receive free updates (see the installation and set-up sections for additional details).
- Please keep this instruction manual for future reference, as it contains important information.
- Adult assembly required for software installation and connection to your computer.
- For technical assistance with this product, please visit www.service.mattel.com or call 1.800.803.9611. (US and Canada only, M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern)

Minimum System Requirements

In order to install and play Ucreate Games and Artimation, your system must meet or exceed these minimum system requirements. An internet connection is also required for registration and downloading new games. Requires dial up or broadband connection.

Operating system: Windows XP with latest service pack installed

- CPU: 750MHz CPU (or equivalent), 1GHz CPU recommended
- RAM: 256MB RAM minimum, 512MB recommended
- Video Card: Video card capable of 800 x 600 resolution with 32MB of RAM, DirectX 9 compatible. A video card with 128MB of RAM is recommended.
- Sound Card: AC97-compatible audio system and speakers
- Hard Drive space: Approximately 500MB (includes DirectX 9.0c installation)

Operating system: Windows Vista or Windows 7 with latest service pack installed

- CPU: 1GHz CPU
- RAM: 1GB RAM
- Video Card: DirectX 9 compatible video card with 128MB of RAM
- Sound Card: AC97-compatible audio system and speakers
- Hard Drive space: Approximately 500MB (includes DirectX 9.0c installation)

Operating system: Mac OS X 10.4.9 or higher, 10.5.x and 10.6.x

- CPU: 1GHz PPC or Intel CPU
- RAM: 512MB RAM
- Video Card: Video card with 32MB of RAM
- Sound Card: AC97-compatible audio system and speakers
- Hard Drive space: Approximately 200MB

Hardware Peripherals

- CD-ROM drive required for installation
- USB Port: 2.0 High Speed
- Keyboard and mouse
- Printer is recommended (for printing replacement booklet pages).

Recommended Screen Resolution

- 1024 x 768 pixels, 16 bit (thousands of colors)

Notes:

- **For best performance, your video card should use the latest drivers.**
- **For technical assistance with this product, visit www.service.mattel.com or call 1.800.803.9611. (US and Canada only, M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern)**
- **Make sure your printer is set to print 8.5" x 11" or A4 paper.**
- **Internet connection: Needed for registration and downloading new games. Requires dial up or broadband connection.**

WE RESERVE THE RIGHT TO TERMINATE U•CREATE ONLINE SERVICE AFTER 1/2011.

Setting up UCreate Games and Artimation

- Unpack the UCreate Games & Artimation components.
  - UCreate Games & Artimation stand
  - Installation CD
  - Drawing accessories (4 markers)
  - Interactive booklet
  - Quick Start Guide

Note: Markers may stain fabrics and other surfaces. Avoid contact with carpet, clothing, walls and furniture.

- Place the UCreate Games & Artimation stand next to your computer.
- Unfold the camera arm and fully extend the arm. The arm should lean back at a slight angle. Aim the camera at the drawing surface.
- Adjust the room lighting. Indirect lighting is best. Avoid bright highlights and dark shadows.
- Connect the USB cord to an open USB port on your computer.

Installing Software

- If you have multiple user accounts on your computer, be sure the user account selected has administrative privileges so you can install the software.
- Load the installation CD into your CD-ROM drive. The program will automatically check for available updates and download them to provide complete game functionality.
- Follow the on-screen steps to set-up your UCreate user account. Use your keyboard to enter the unique Software Account Key located on the back of the Interactive Booklet.
- If installation of this software does not begin automatically, double-click the CD-ROM UCreate icon. Next, double-click the "setup.exe" file and follow the instructions. For additional information and installation tips, you can also select the "ReadMe" file.

NOTE: Download times vary depending on your connection speed and the updates required.

Uninstalling Software

For a **PC**, click the following items in order and then follow the on-screen instructions:

- Start menu on your computer task bar
- Programs
- Radica
- UCreate Games
- Uninstall UCreate Games

For a **Mac**:

- Open the Application Folder.
- Find the UCreate Games application.
- Drag and drop it into your Trash.

Interactive Booklet Use

- Place the booklet on the stand and align it properly, with the binder located in the recess at the top side of the drawing surface.
- The camera will recognize the code printed on each page and take you directly to the related activity.
- Follow the instructions on the booklet pages and on-screen to create custom games or capture images.
- Follow the instructions on-screen to print replacement pages. Booklet pages are approximately ½ of a standard 8.5" x 11" or A4 sheet of paper. Fold or trim the page to make sure it fits properly on the stand.

IMPORTANT:

- **Do not mark in the coded areas. This will disable the automatic short cut feature.**
- **Use the small boxes on some pages and follow the instructions to confirm your markers will work correctly with the game.**

Launching UCreate Games & Artimation

The first time you launch UCreate Games & Artimation the software will download and install the updates necessary for full game content. Players will need to log-in with a UCreate account to play the games. Follow the on-screen instructions.

Getting Started

The Main Menu screen provides several options for the player:

- Player Profile Information
- Setting Game Options
- Selecting a Game

Creating and Editing Player Profile

Players can create new accounts or modify existing accounts. Follow the on-screen instructions to:

- Enter the player's name.
- Select an icon image from the library or take a new picture.

Setting Game Options

A drop-down option menu (gear icon) allows the user to adjust game options, including: automatic web updates, full screen mode, music and sound effects levels, and access to the parental control setting log-in.

Parental Control

Parents are required to enter a unique password to access these settings. The Parental Control settings include:

- Importing controls-enable or disable file importing function
- Resetting high scores
- Deleting player accounts

On-screen Help

On-screen help and tips are available throughout the game by selecting the help icon. This should always be your first choice if you have questions about the functionality of UCreate Games & Artimation.

- General – Describes the basic play of UCreate Games & Artimation and the current software version
- Options – Describes options and how to change them
- Camera – Describes how to use the camera
- Game Help – Describes each game
- Test Page – Describes how to capture an image of Test Page for additional help

The Library

The Library includes photos and images for game creation and provides players with the ability to create, edit, and import additional images. The Library is accessible from the pull down menu and also within each game's game creation screen. Players can sort through thumbnail images in The Library by: file name, capture date, or who created the image.

Using the Camera

Players can take pictures and capture images to add to the Library by selecting the "camera" option from the main menu. Instructions on-screen outline the steps necessary to take a picture.

- **Adjusting the camera orientation**
  - Aim the camera at the drawing surface for capturing images and drawings.
  - Aim the camera at the player to capture portraits and room photos.
- **Positioning the image**
  - Move the image to the center of, the screen, if possible, before capturing the image.
- **Capturing the image**
  - Select the "TAKE PICTURE" button on the screen.
  - A short countdown allows the player to pose prior to taking a shot.
- **Storing the picture**
  - Messages on-screen will confirm the file has been stored in the Library.

Trimming a photo

The Photo Library also allows users to cut-out and modify parts of any photo. Players can use a basic cropping tool to only show what they want in a photo.

• Basic cropping

A box will appear with handles to scale or rotate the area as needed. Once the box is defined, selecting the CROP button will cut-out the image. The new image will appear in the library. (The original image will also remain in the library.)

• Mask trimming

Pressing MASK (or using the MASK page in the interactive booklet) will allow player to draw a custom cut-out shape on the booklet page, while watching their drawing progress on the screen. Players need to draw a complete, closed loop around the shape in order to trim the area. When the drawing is ready, pressing the MASK button will remove everything outside the shape, and save the new image in the library. (The original will also remain in the library.)

Sharing your UCreate Projects

Players can share their UCreate Games & Artimation projects with other UCreate Games & Artimation owners. See the On-screen Help for more details.

Selecting a Game Mode

Players will select a Game Mode from the Main Menu. Pressing the arrows will scroll through all available game types. The initial games include:

- Puzzles
- Pinball
- Ball Drop
- Mash-Ups

PUZZLES

When entering the puzzle game, the player will be presented with two options in the Main Menu:

- Play Existing Puzzle
- Create New Puzzle

Playing a Puzzle

A list of the available puzzles is displayed in the selection bar. Players can click on the arrows to scroll through the available puzzles. The selected puzzle image will be displayed on-screen with additional information. Press the "play" button. The puzzle pieces will scatter and the timer will start.

Moving Pieces

Players use the mouse to select and drag a puzzle piece to the position they want. The selected piece is highlighted until the player releases the mouse button to drop the piece.

- If it is placed in the correct position on the board, the piece will snap to the surface.
- If it is placed in an incorrect position, the piece simply stays in that position until moved.

Players can choose to rotate a piece before moving it by clicking on the rotate icon or moving the piece to the rotate icon.

Hints:

The player can click on the Hint button to reveal the final puzzle image and cut pattern on the board.

Help:

Players can press the Help icon for additional, On-screen help tips and game steps.

Scoring:

Scores are based on the difficulty for each puzzle, and include a time bonus. Players also receive a bonus if they complete the puzzle without using the Hint button. Completion score + Bonus points = Total score

Creating a New Puzzle

Step 1 – Select an Image

Players select an image from the Library or use the interactive booklet to create a new image. **(Note: Only still images can be used for puzzles.)**

Step 2 – Select a Puzzle Piece Template

Players can select a puzzle piece layout from on-screen options. The layouts include several designs with different shapes and numbers of pieces. The number of pieces determines the difficulty level for scoring.

Players can also create their own puzzle piece shapes using the interactive booklet by drawing lines on the page and then capturing the image. See the Interactive Booklet for details.

Players should follow these general guidelines when creating new puzzle pieces:

- Use at least 9 puzzle pieces.
- Do not exceed 40 puzzle pieces.
- Minimum piece size is approximately ½" x ½" (drawn on the page)
- Designs should avoid using extremely narrow or complex shapes
- Lines must cross the edges of the boundary box to create complete pieces
- Lines must create complete, closed shapes to cut out the pieces

Step 3 - Save the Puzzle

Once players have created a puzzle, they will need to save the puzzle information in order to play it. Players enter a name for the puzzle and the game enters the player's name automatically.

PINBALL

Once a player has selected the Pinball game, they are presented with two options in the Main Menu:

- Play Existing Machine
- Create New Machine

Playing an Existing Machine

The player is presented with a menu bar showing the available pinball machines. Players can click on the arrows to scroll through the machines. Each pinball machine is indicated with a thumbnail image and name for easy reference. The selected pinball machine is then displayed on the screen.

Game Controls

Players will use the keyboard and mouse to interact with the game. Please see the on-screen instructions for specific keyboard controls and options.

Creating or Editing a New Pinball Machine

Step 1: Creating a Table

Players will select a table layout from the Library, or use the Interactive Booklet to create their own design based on the initial layouts.

Step 2: Adding and Customizing Pinball Parts

Once the table layout is defined, players drag and drop pinball parts onto the table. Pieces will snap to a grid for easy placement and organization. A Pinball Workshop area also allows players to build and customize pinball elements

- Players can use photos and images from their Library to customize the table background and parts.
- Players can draw lines that acts as bumpers and boundaries with special properties (assigned by pen color).

Placing Pinball Parts on the Table

Players use the mouse to select existing parts from the Pinball Library and place them on the table. Once a piece is placed, the player can move and rotate them by clicking on the piece again and pressing the rotation button.

Pieces include:

- Bumpers
- Targets
- Spinners
- Ramps

Customizing Pinball Parts

Players pick a pinball part, and select the "edit" button to begin customizing. Players can then use photos or drawings to customize the appearance.

The "edit" tool allows users to scale and rotate photos to match the part. When completed, the new custom part will be available on the pinball creation screen.

Drawing Lines That Act as Boundaries

Players can draw interactive lines and objects on the template pages. Place the booklet page on the stand and follow the instructions. The game will recognize several different colors specified by the user; and each will produce a unique effect:

- Fast – Ball will accelerate while on these lines
- Slow – Ball will slow down while on these lines
- Normal – Ball will roll or bounce off these walls with normal properties

Important:

- **Fill in the marker boxes with different colors as specified.**
- **An on-screen message will tell the player if their markers are OK, or if they need to try a different set.**
- **If the player creates a "dead end" (where the ball becomes stuck for over 10 seconds), the ball will explode and count as a lost ball.**

Testing and Playing your new Pinball Game

Players can test their new pinball machines at any time by selecting the TEST button on-screen. The test option only uses one ball to play, and does not save any scores. After the ball drops down the hole, the player is returned to the edit screen. The game must be saved before it can be played for a high score.

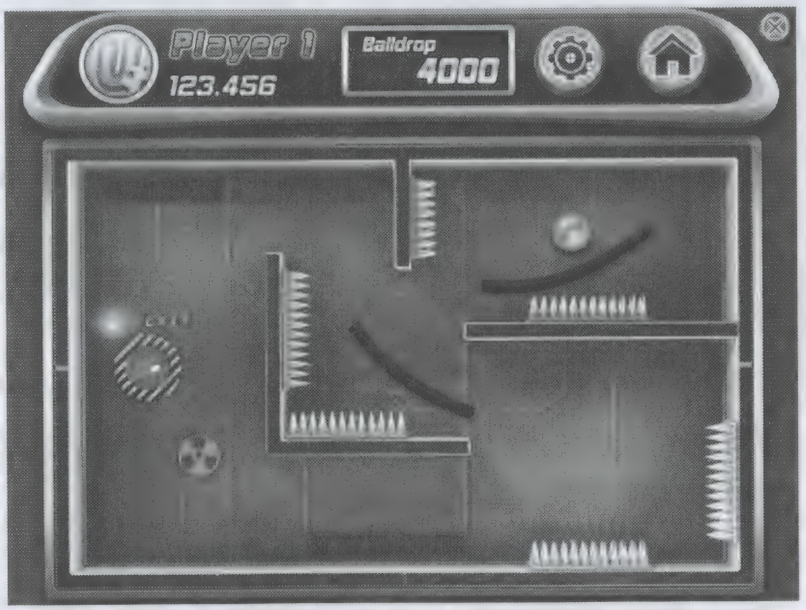
Note: If a machine is modified, the high scores for that game will be reset.

Scoring

Scores are based on the total performance of 3 balls. Every part on the pinball machine has a score value when activated.

BALL DROP

The goal in Ball Drop is to move the ball to a target area using objects from the Ball Drop Library and hand drawn lines on the Interactive Booklet. The game includes a series of levels with increasing difficulty. Ball Drop also includes a Free Play area where players can create their own games.



Main Ball Drop Menu

Once a player has selected the Ball Drop game, they are presented with two options:

- Play Existing Game
- Create a New Game

Playing an Existing Game

The player is presented with a menu bar showing available game levels. Players can click on the arrows to scroll through the options. Each game is indicated with a thumbnail image and name for easy reference. The selected game is then displayed on the screen.

Adding Game Objects

When a level is loaded, players can use parts from the Library to help reach the goal. Players use the mouse to select and position objects on the game screen. Follow On-screen directions to position objects such as:

- Fans to propel a ball
- Magnets to attract a ball
- Stars to collect
- Spikes to avoid

Drawing Lines to guide the ball

Players can draw lines and objects on the template page. Place the booklet page on the stand and follow the instructions. The game will recognize several different colors specified by the user; these lines will produce unique effects such as:

- Fast – Ball will accelerate while on these lines
- Slow – Ball will slow down while on these lines
- Normal – Ball will roll or bounce off these walls with normal properties

Important:

- **Fill in the marker boxes with different colors as specified.**
- **An on-screen message will tell the player if their markers are OK, or if they need to try a different set.**
- **If the player creates a "dead end" (where the ball becomes stuck for over 10 seconds) the ball will explode and count as a lost ball.**

Playing the Game

When ready, select the PLAY button to launch the ball. Players can hit STOP at any time to modify their solution.

Scoring

Each puzzle will have multiple solutions. Scoring is based on the number of objects used as well as the amount of time the ball is in play.

Note: Lines need to be a certain length to earn points. Extremely short lines are not recognized by the program for scoring purposes.

MASH-UPS

Once a player has selected Mash-Ups, they are presented with two options in the Main Menu:

- Play Existing Mash-up
- Create New Mash-up

Playing an Existing Mash-Up

The player is presented with a menu bar showing the available Mash-Ups. Players can click on the arrows to scroll through the options. (The game includes several completed Mash-Up examples for immediate play.) Each Mash-Up is indicated with a thumbnail image and name for easy reference. The selected Mash-Up is displayed on the screen.

Controls

On-screen controls allow the user to play the Mash-Up. Players can play at normal speed, fast forward, reverse mode, and also pause the action. When playing a Mash-Up, the stage moves to the center of the screen, and the editing tools fade off-screen. When paused, the editing tools return.

Creating a New Mash-Up

Players can create new Mash-Ups using the on-screen Mash-Up Creator and Interactive Booklet.

Enter Mash-Up Creator

Players are presented with the following options:

- Play – Play the selected mash-up
- Edit – Edit the current mash-up
- Delete – Delete the mash-up

Choose a Background

Players can choose from backgrounds that have already been imported, or select the NEW button to pick a new image from the photo library. Clicking library image will transfer it to the stage background.

Choose an Existing Character

With the background selected, the player can insert characters and objects into the scene. To insert an existing character, the player will choose one from the character library. **(Note: If the player wants to change the background now, they can select the background tab and choose another image).**

Make a New Character

To create a new character, the player can select the NEW button or place a character template page from the interactive booklet under the camera. Follow the instructions to capture the new character image. There are 3 methods for creating your own character:

- Use a photo from the library.
- Scan a drawing from the character template pages in the booklet.
- Scan an object using one of the auto-trim pages in the booklet.

Scanning an Object

Use the Interactive Booklet to scan an object. Follow the instruction on the page and on-screen to capture the image. When the image is scanned, it is automatically cut-out from the background screen. Once a toy is scanned, the player can adjust the body template parts to match the image as closely as possible.

Note: If the green screen does not work, please try the orange screen. The cropping process works best when the toy is a different color than the background.

For best results:

- Rotate the template as needed
- Scale and adjust the size of the template
- Maneuver individual parts of the template by rotating them at the joints.

Customizing a character head

Players can choose a head from the head library, scan in a head drawing from the book, or cut-out a head from any of your photos.

Players can cut-out a head from an existing photo using the simple template tool. Follow the On-screen steps to scale and align the template, then Select the SAVE button to cut-out the head and save it to the head library.

Adding a head to the character

When a player selects a head from the library it will automatically snap to the head position on the character: **Note: The head can also be scaled, tilted, and reversed.**

Adding accessories

Selecting the custom parts library provides access to parts and accessories that can be added to the character. To add an accessory, the player uses the mouse to select and drag the item into the desired position. The item is then attached to the object and will follow the same movements.

NOTE: Accessories can also be scaled and rotated. Selecting an item will display the bounding box with handles for scaling and rotating the object.

Saving the New Character

When the character is complete, the player will click the save button to add the new character to the character library. The player can then select and drag the character onto the stage to begin animating and creating a Mash-Up scene.

Animating the scene

Players use their mouse to drag and drop characters and objects from libraries onto the stage area. Players can then add animation and sound effects. When a player selects an object, it is automatically brought to the front for editing. A small menu to the right of the highlighted object will display: object name, animation applied, and the sound effect applied. Options include:

- Character animations: Dancing, Fighting, Walking, Jumping Jacks, Shaking, etc.
- Accessory animations: Grow/Shrink, Rotate, Move in a Direction, Fade In/Out, etc.
- Sound effects: Mumbling, Songs, Cartoon Sound Effects, Barking, Roaring, etc.

Saving

Projects are saved to the Mash-Up library by selecting the save button. Players can select files from this library to edit or play.

UCreate Games & Artimation Troubleshooting Guide:

Problem: Cannot connect the game unit

Solution: For optimum performance, please use a USB 2.0 port on the back of your computer. The game unit is powered by the USB port. If you experience a problem, please try ALL USB ports on your computer.

Problem: Cannot install software

Solution: You need administrative privileges to install this software. If the software did not begin automatically installing, double click the "My Computer" icon on your desktop. Double click the CD-ROM icon labeled "UCreate Games" and double click "Setup.exe" and follow the on-screen instructions.

Problem: Program does not run

Solution: Software needs to be updated. For a FREE software update, register your product at myUCreate.com using the software code appearing on the back of the interactive booklet. Follow the instructions on-screen to check for updates. Make sure your video driver is up-to-date. (Check your computer or hardware manufacturer's website for driver updates.) Confirm your computer meets minimum system requirements and your internet connection is OK.

Problem: Program Freezes

Solution: Hold down the Control, Alt, and Delete keys on your keyboard at the same Select the "Task Manager" and select UCreate Games end task. Restart the software.

Problem: Camera does not function

Solution: Check your USB connection. An initial, web-update is required to enable the camera functions.Manually check for updates in the options menu. Download the updates and retry.

Problem: Cannot Print

Solution: Make sure your printer is "ON" and you have paper in the printer.

Problem: No Sound (audio)

Solution: Make sure the sound levels are turned up in the main "options" menu Make sure your computer volume setting is not set to "Mute" and the speaker volume level is set to an appropriate level. Make sure your computer's audio driver is up-to-date. Check your computer or hardware manufacturer's website for driver updates. Confirm your computer meets minimum system requirements

Problem: Booklet pages are not recognized

Solution: Make sure the camera is functioning (with camera image on-screen). Make sure the booklet is aligned correctly (the pages should rest in the recess) Make sure camera arm is fully extended and pointed at the booklet surface (the support arm and camera will snap into correct position) Adjust room lighting to avoid harsh highlights (from bright light or direct sunlight) or dark shadows.Make sure the short-cut code is not marked on or damaged. If necessary print a replacement page and re-check.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**
- **The unit may malfunction when there is radio interference on the power line and signal line. The unit will revert to normal operation when the interference stops.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Keep these instructions for future reference as they contain important information.

For product sold in Canada • Pour les produits vendus au Canada

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

(VALID FOR CANADA ONLY • VALABLE AU CANADA SEULEMENT)

Operation is subject to the following two conditions :

(1) this device may not cause interference, and (2) this device must including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

(1) Il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

Hereby, Mattel declares that this toy is in compliance with the essential requirements and other relevant provisions of Directives 2004/108/EC, 88/378/EEC. Suitable for use in all EU member states. A copy of the Declaration of Conformity may be obtained from Mattel UK Ltd.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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Retain this address for future reference: Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303.
Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.Consumer Advisory Service - 1300 135 312.
Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.
Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ.
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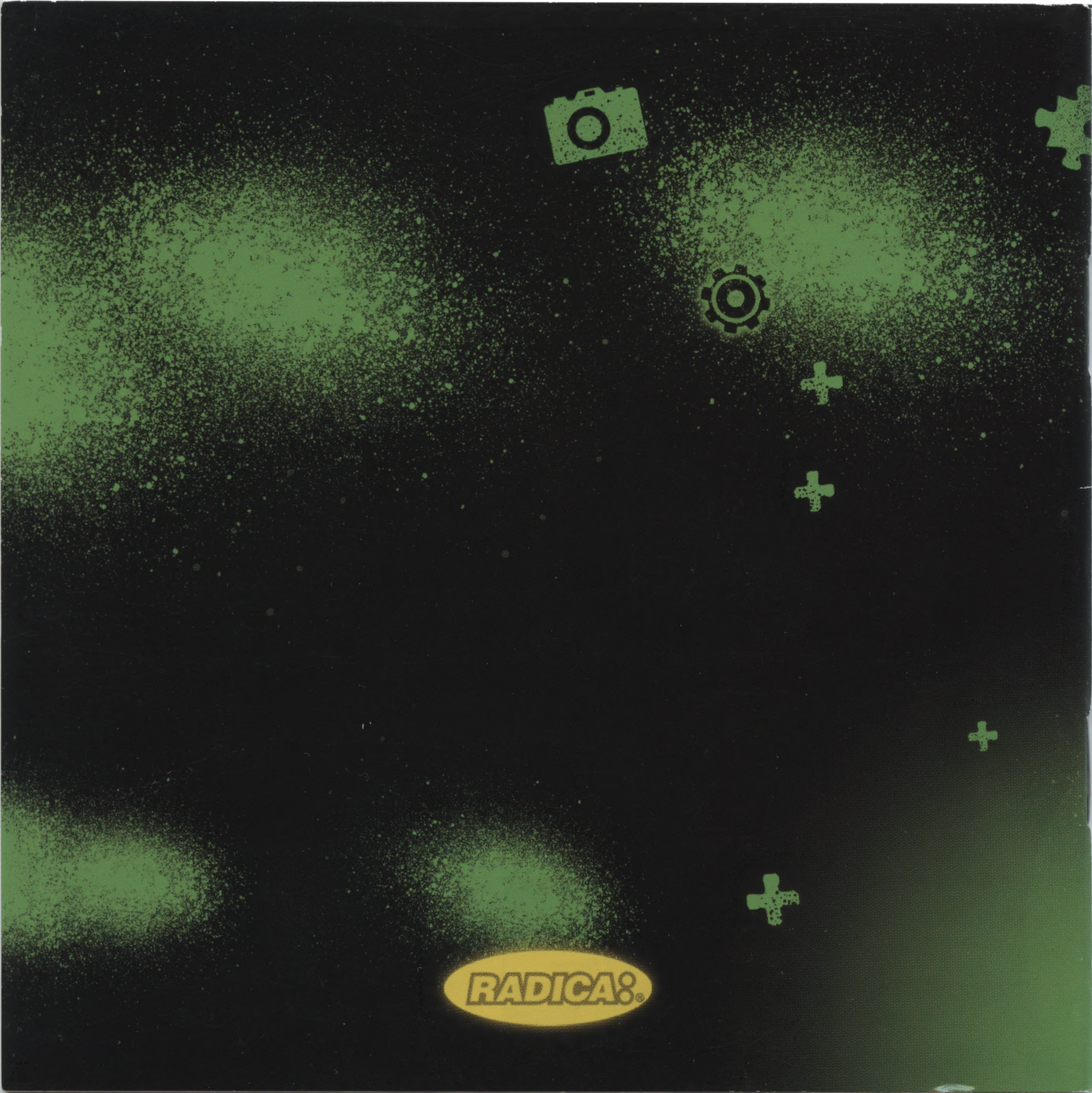
CONSUMER INFORMATION

Need Assistance? Visit **service.mattel.com** or call 1.800.803.9611
(US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM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